Altera MAX+PLUS II Overview



Using Predesigned Components in MAX+PLUS II

- Various components available
 - "Old-style macrofunctions" = 74-style
 - Familiar, but not recommended since they aren't as optimized as components below
 - Primitives

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- Gates, flip-flops, buffers
- Standardized LPM (Library of Parameterized Modules) functions
 - Gates, arithmetic, & storage components
- Complex predesigned "megafunctions"
 - Controllers, DSPs, communications...
 - Others available from Altera's partners
 - Use non-savable "preview" to evaluate
 - » Buy post-synthesis netlist for \$
 - » Buy HDL source for \$\$\$
- For documentation on these components, see MAX+PLUS II online help, or info on Altera's web site (link on class web page) or the Altera Digital Library CDROM Spring 2000, Ledure 11

Using the MAX+PLUS II Software on vlsi.mcs.kent.edu

- Everyone in this class has access to "vlsi"
 - HP C180, 384MB of memory
- To run MAX+PLUS II:
 - Either type this line before running MAX+PLUS II, or add it to your ".cshrc" file so that it executes every time you log in:

setenv LM_LICENSE_FILE /local/opt maxplus2/adm/license.altera

• Run MAX+PLUS II by typing:

/local/opt/maxplus2/bin/maxplus2

- The first time it runs, it will copy the initialization file "maxplus2.ini" to your home directory
- If you telnet from another workstation's console, you must tell it to give vlsi access to its display ("xhost +vlsi"), and set your DISPLAY variable on vlsi to point to that console ("setenv DISPLAY machine:0.0")
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Getting Help in MAX+PLUS II

- Help menu provides basic documentation
 - AHDL, VHDL, Verilog
 - Megafunctions / LPM (LPM grouped by function, then megafunctions)
 - Old-Style Macrofunctions (grouped by function, also available by number)
 - Primitives (grouped by function)
 - Devices and adapters (FLEX 10K, etc.)
 - Messages, glossary, info about this release, how to use help
- Help syntax

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- Most links are shown in green text
 - Underlined links jump to new help topics
 - Dotted-underlined links pop up a glossary entry
- Blue links pop up an example, list of shortcuts, or illustration

Getting Help in MAX+PLUS II (cont.)

- Help menu also provides applicationspecific documentation (e.g., Graphics Editor Help) in a sub-menu
 - Introduction (how to get started)
 - Basic Tools (inputs/outputs, tools, toolbars, components, examples)
 - Commands (details on every command in the application, examples, illustrations)
 - Procedures (step-by-step instructions on how to perform various tasks in the application)
 - Golden Rules (essential tips and rules for using the application)
 - Shortcuts (keyboard, mouse button, and toolbar shortcuts for commands in the application)

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Messages (explanation of error messages for the application)

The "Chiptrip" Tutorial Example, Revisited



Figure from Altera technical literature

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- Simulates an auto driving around town
 - auto_max AHDL state machine that keeps track of location of auto and acceleration at that point in time, gives ticket if you accelerate on small roads
 - speed_ch waveform state machine that gives ticket if you accelerate for a second time
 - tick_cnt counter that counts tickets
 - time_cnt AHDL counter that keeps track of time taken to reach Altera Spring 2000, Ledure 11

Design Entry (cont.)

- Logic synthesis
 - Allows design entry at a "higher" level of abstraction — important for complex designs
 - Input:
 - State machines
 - Boolean equations

using a Hardware Description Language (HDL) such as

- VHDL
- Verilog
- AHDL, etc. (vendor-specific)
- Input:

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Timing diagrams (waveforms)

using a waveform editor

• Then the logic synthesis tools will generate the schematic

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Text Editor



Figure from Altera technical literature

- Provides AHDL, VHDL, Verilog templates
- Syntax coloring, drag-and-drop editing, ability to find matching delimiters
- Compiler / simulator automatically locates and highlights errors
- Context-sensitive help (arrow-? button)

Sample VHDL Code for Logic Synthesis

Part of the code describing a variablewidth shift register:

```
architecture Behave of ShiftN is
     begin Shift: process (CLR, CLK)
          if CLR = '1' then
                St := (others => '0');
                Q \le St after TCQ;
           elsif CLK'EVENT and CLK='1' then
                if LD = '1' then
                     St := (others => '0');
                     St(InB) := D;
                     Q <= St after TLQ;
                elsif SH = '1' then
                     case DIR is
                     when '0' => St :=
                          '0' & St(St'LEFT downto 1);
                     when '1' => St :=
                          St(St'LEFT-1 downto 0) & '0';
                     end case:
                     Q <= St after TSQ;
                end if:
          end if;
     end process;
```

Sample VHDL Code for Logic Synthesis

Part of the code describing a finite state machine to control a multiplier datapath:

process (CLK, Reset) begin if Reset = '1' then State $\leq E$; elsif CLK'EVENT and CLK = '1' then case State is when $I \Rightarrow State <= C$; when C => if LSB = '1' then State \leq A; elsif Stop = '0' then State \leq S; else State <= E; end if; when $A \Rightarrow State <= S$; when $S \Rightarrow State <= C$; when E => if Start = '1' then State <= I; end if; end case: end if: end process; end:

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Design Using Altera's MAX+PLUS II

- Follow along in Hamblen Sections 1.5 and 1.6, end of Chapter 1
 - VHDL design entry
 - Entity versus architecture
- Verilog

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- Symbols and hierarchy
- Functional simulation